

# ADVENTURE!

Character Name \_\_\_\_\_

Class and Level \_\_\_\_\_

Race and Template \_\_\_\_\_ Experience \_\_\_\_\_

## SKILLS

Skill Name	Key Ability	Total	Ability Mod.	Ranks	Misc.
<input type="checkbox"/> Appraise•	INT				
<input type="checkbox"/> Balance•	DEX*				
<input type="checkbox"/> Bluff•	CHA				
<input type="checkbox"/> Climb•	STR*				
<input type="checkbox"/> Concentration•	INT				
<input type="checkbox"/> Craft•( )	INT				
<input type="checkbox"/> Craft•( )	INT				
<input type="checkbox"/> Craft•( )	INT				
<input type="checkbox"/> Decipher Script	INT				
<input type="checkbox"/> Demolitions	INT				
<input type="checkbox"/> Diplomacy•	CHA				
<input type="checkbox"/> Disable Device	INT				
<input type="checkbox"/> Disguise•	CHA				
<input type="checkbox"/> Drive•	DEX				
<input type="checkbox"/> Escape Artist•	DEX				
<input type="checkbox"/> Forgery•	INT				
<input type="checkbox"/> Gather Information•	CHA				
<input type="checkbox"/> Handle Animal	CHA				
<input type="checkbox"/> Heal•	WIS				
<input type="checkbox"/> Hide•	DEX*				
<input type="checkbox"/> Intimidate	CHA				
<input type="checkbox"/> Investigate	INT				
<input type="checkbox"/> Jump•	STR*				
<input type="checkbox"/> Knowledge( )	INT				
<input type="checkbox"/> Knowledge( )	INT				
<input type="checkbox"/> Knowledge( )	INT				
<input type="checkbox"/> Knowledge( )	INT				
<input type="checkbox"/> Knowledge( )	INT				
<input type="checkbox"/> Listen•	WIS				
<input type="checkbox"/> Move Silently	DEX				
<input type="checkbox"/> Open Lock	DEX				
<input type="checkbox"/> Perform( )	CHA				
<input type="checkbox"/> Perform( )	CHA				
<input type="checkbox"/> Perform( )	CHA				
<input type="checkbox"/> Pilot	DEX				
<input type="checkbox"/> Profession( )	WIS				
<input type="checkbox"/> Profession( )	WIS				
<input type="checkbox"/> Repair	INT				
<input type="checkbox"/> Research	INT				
<input type="checkbox"/> Ride	DEX				
<input type="checkbox"/> Search	INT				
<input type="checkbox"/> Sense Motive	WIS				
<input type="checkbox"/> Sleight of Hand	DEX*				
<input type="checkbox"/> Spot	WIS				
<input type="checkbox"/> Survival	WIS				
<input type="checkbox"/> Swim	STR*				
<input type="checkbox"/> Tumble	DEX*				
<input type="checkbox"/> Use Rope•	DEX				

• Can be used untrained

☐ Check box for class skills

\* Armor check penalty applies (double for swim)

Score	Modifier	Temp. Score	Temp. Mod.
STR			
DEX			
CON			
INT			
WIS			
CHA			

**HIT POINTS**  
**total**  
**current**

**Base Attack Bonus**  
**Initiative**  
**Speed**

**GRAPPLE** =  +  +  + 

TOTAL

Base Attack Bonus

Strength Modifier

Size Modifier

Misc. Modifier

## SAVING THROWS

	TOTAL		Base Save		Ability Mod.		Misc. Mod.
<b>Fortitude (CON)</b>	<div style="border: 1px solid black; width: 40px; height: 20px;"></div>	=	<div style="border: 1px solid black; width: 40px; height: 20px;"></div>	+	<div style="border: 1px solid black; width: 40px; height: 20px;"></div>	+	<div style="border: 1px solid black; width: 40px; height: 20px;"></div>
<b>Reflex (DEX)</b>	<div style="border: 1px solid black; width: 40px; height: 20px;"></div>	=	<div style="border: 1px solid black; width: 40px; height: 20px;"></div>	+	<div style="border: 1px solid black; width: 40px; height: 20px;"></div>	+	<div style="border: 1px solid black; width: 40px; height: 20px;"></div>
<b>Will (WIS)</b>	<div style="border: 1px solid black; width: 40px; height: 20px;"></div>	=	<div style="border: 1px solid black; width: 40px; height: 20px;"></div>	+	<div style="border: 1px solid black; width: 40px; height: 20px;"></div>	+	<div style="border: 1px solid black; width: 40px; height: 20px;"></div>

**ARMOR CLASS** (10+ 

DEX MOD	AC BONUS	ARMOR BONUS	NATURAL ARMOR	DEFLECT MOD	SIZE MOD	MISC MOD
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**Touch AC****Damage Reduction**

**Flat-Footed AC****Power Resistance**

## ATTACKS

Attack Type	Attack Bonus	Damage	Critical	Range	Type
Notes					
Notes					
Notes					
Notes					
Notes					

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Light Load	Medium Load	Heavy Load	Lift Over Head	Lift Off Ground	Push or Drag
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Allegiance	Nationality	Age	Sex	Size	Height	Weight	Eyes	Hair	Skin
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[illegible][illegible]

## Current